

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

In re Patent App. of

Atty Dkt. 723-963

C# M#

FOULADI et al.

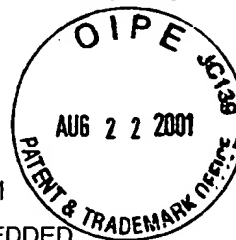
Group Art Unit: 2673

Serial No. 09/722,663

Examiner:

Filed: November 28, 2000

Date: August 22, 2001

Title: GRAPHICS SYSTEM WITH COPY OUT CONVERSIONS BETWEEN EMBEDDED
FRAME BUFFER AND MAIN MEMORYAssistant Commissioner for Patents
Washington, DC 20231

RECEIVED

AUG 24 2001

Technology Center 2600

Sir:

INFORMATION DISCLOSURE STATEMENT

This is a response/amendment/letter in the above-identified application and includes an attachment which is hereby incorporated by reference and the signature below serves as the signature to the attachment in the absence of any other signature thereon.

Fees are attached as calculated below:

Total effective claims after amendment 0 minus highest number
previously paid for 20 (at least 20) = 0 x \$ 18.00 \$ 0.00

Independent claims after amendment 0 minus highest number
previously paid for 3 (at least 3) = 0 x \$ 80.00 \$ 0.00

If proper multiple dependent claims now added for first time, add \$270.00 (ignore improper) \$ 0.00

Petition is hereby made to extend the current due date so as to cover the filing date of this
paper and attachment(s) (\$110.00/1 month; \$390.00/2 months; \$890.00/3 months) \$ 0.00

Terminal disclaimer enclosed, add \$ 110.00 \$ 0.00

☐ First/second submission after Final Rejection pursuant to 37 CFR 1.129(a) (\$710.00) \$ 0.00

☐ Please enter the previously unentered, filed

☐ Submission attached

Subtotal \$ 0.00

If "small entity," then enter half (1/2) of subtotal and subtract -\$ 0.00

☐ Applicant claims "small entity" status. ☐ Statement filed herewith

Rule 56 Information Disclosure Statement Filing Fee (\$180.00) \$ 0.00

Assignment Recording Fee (\$40.00) \$ 0.00

Other: 0.00

TOTAL FEE ENCLOSED \$ 0.00

The Commissioner is hereby authorized to charge any deficiency in the fee(s) filed, or asserted to be filed, or which should have been filed herewith (or with any paper hereafter filed in this application by this firm) to our Account No. 14-1140. A duplicate copy of this sheet is attached.

1100 North Glebe Road, 8th Floor
Arlington, Virginia 22201-4714
Telephone: (703) 816-4000
Facsimile: (703) 816-4100
WGN:rdw

NIXON & VANDERHYE P.C.
By Atty: William G. Niessen, Reg. No. 29,683

Signature: 

IN THE UNITED STATES PATENT AND TRADEMARK OFFICE

#6
JD
9-17-01
MOH

In re Patent Application of

FOULADI et al.

Serial No. 09/722,663

Filed: November 28, 2000

For: GRAPHICS SYSTEM WITH COPY OUT CONVERSIONS
BETWEEN EMBEDDED FRAME BUFFER AND MAIN
MEMORY



Atty. Ref.: 723-963

Group: 2673

Examiner:

RECEIVED

AUG 24 2001

Technology Center 2600

* * * * *

August 22, 2001

Assistant Commissioner for Patents
Washington, DC 20231

Sir:

INFORMATION DISCLOSURE STATEMENT

Attached is a listing on accompanying Forms PTO-1449 of U.S. and foreign Patent documents and other publications. The cited prior art documents have not been analyzed in detail by the undersigned but are believed to relate either directly or indirectly to 3D graphics processors or related subject matter. A copy of each listed document is provided on the accompanying CD ROM (except for the listed textbook references). Hard (paper) copies of all documents including the listed textbook references are being filed in co-pending application Ser. No. 09/722,382 (Leather et al.), filed November 28, 2000 (atty. dkt. no. 723-961). The Examiner is requested to initial and date the attached form PTO-1449 and to return a copy of the initialed document to the undersigned as an indication that the attached references have been considered and made of record in this case.

The U.S. and foreign patent documents listed on accompanying Form PTO-1449 were downloaded from the USPTO and other patent databases accessible via the Internet. The Whitepapers, Technical Briefs and Technical Presentations listed under OTHER DOCUMENTS were obtained via the Internet from a website maintained by Nvidia

Corporation (URL: www.nvidia.com).¹ The remaining documents listed were obtained from the indicated publication source shown on the PTO-1449 form or downloaded from Internet websites of companies and /or publishers that commonly post information related to video game systems, 3D graphic processing products or reviews of such. Copies of the full text references listed were obtained from local computer book stores.

The Examiner's attention is also directed to the following co-pending U.S. Patent Applications which are directed toward technical subject matter related to the subject application: (It is presumed that the Examiner has access to co-pending applications. However, applicant is willing to provide a copy of any related co-pending application to the Examiner upon request on a separate CD ROM).

- Application No. 09/465,754, filed December 17, 1999, (atty. dkt. no. 723-799), entitled "Vertex Cache For 3D Computer Graphics",
- Application No. 09/726,223, filed November 28, 2000 (atty. dkt. no. 723-751), entitled "Z Value Clamping In Near-Z Range To Maximize Precision Of Visually Important Z Components And To Avoid Near-Z Clipping In A Graphics Rendering System",
- Application No. 09/726,215, filed November 28, 2000 (atty. dkt. no. 723-959), entitled "Method and Apparatus for Buffering Graphics Data in a Graphics System ",
- Application No. 09/722,419, filed November 28, 2000 (atty. dkt. no. 723-958), entitled "Graphics Pipeline Token Synchronization",
- Application No. 09/722,382, filed November 28, 2000 (atty. dkt. no. 723-961), entitled "Method And Apparatus For Direct and Indirect Texture Processing In A Graphics System",
- Application No. 09/722,367, filed November 28, 2000 (atty. dkt. no. 723-968), entitled "Recirculating Shade Tree Blender For A Graphics System",
- Application No. 09/726,218, filed November 28, 2000 (atty. dkt. no. 723-960), entitled "Method And Apparatus For Efficient Generation Of Texture Coordinate

¹ Applicants have listed publication dates on the attached PTO-1449 based on information presently available. However, the listed publication dates should not be construed as an admission that the information was actually published on the date indicated.

Displacements For Implementing Emboss-Style Bump Mapping In A Graphics Rendering System",

- Application No. 09/722,381, filed November 28, 2000 (atty. dkt. no. 723-962), entitled "Method And Apparatus For Environment-Mapped Bump-Mapping In A Graphics System",
- Application No. 09/726,216, filed November 28, 2000 (atty. dkt. no. 723-967), entitled "Achromatic Lighting in a Graphics System and Method",
- Application No. 09/726,226, filed November 28, 2000 (atty. dkt. no. 723-964), entitled "Method And Apparatus For Anti-Aliasing In A Graphics System",
- Application No. 09/722,380, filed November 28, 2000 (atty. dkt. no. 723-957), entitled "Graphics System With Embedded Frame Buffer Having Reconfigurable Pixel Formats",
- Application No. 09/585,329, filed June 2, 2000, entitled "Variable Bit Field Color Encoding" (atty. dkt. no. 723-749),
- Application No. 09/726,212, filed November 28, 2000 (atty. dkt. no. 723-956), entitled "Method And Apparatus For Dynamically Reconfiguring The Order Of Hidden Surface Processing Based On Rendering Mode",
- Application No. 09/726,212, filed November 28, 2000 (atty. dkt. no. 723-973), entitled "Method And Apparatus For Providing Non-Photorealistic Cartoon Outlining Within A Graphics System",
- Application No. 09/726,225, filed November 28, 2000, (atty. dkt. no. 723-954), entitled "Method And Apparatus For Providing Improved Fog Effects In A Graphics System",
- Application No. 09/722,664, filed November 28, 2000, (atty. dkt. no. 723-969), entitled "Controller Interface For A Graphics System",
- Application No. 09/726,221 filed November 28, 2000 (atty. dkt. no. 723-955), entitled "Method And Apparatus For Texture Tiling In A Graphics System",
- Application No. 09/722,667, filed November 28, 2000 (atty. dkt. no. 723-971), entitled "Method And Apparatus For Pre-Caching Data In Audio Memory",

- Application No. 09/722,378, filed November 28, 2000 (atty. dkt. no. 723-965), entitled "Z-Texturing",
- Application No. 09/723,336, filed November 28, 2000 entitled "Application Program Interface for a Graphics System" (atty. dkt. no. 723-976),
- Application No. 09/722,665, filed November 28, 2000 (atty. dkt. no. 723-970), entitled "Method and Apparatus for Accessing Shared Resources",
- Application No. 09/723,335, filed November 28, 2000 (atty. dkt. no. 723-972), entitled "External Interfaces For A 3D Graphics and Audio Coprocessor",
- Application No. 09/726,220, filed November 28, 2000 (atty. dkt. no. 723-974), entitled "Graphics Processing System With Enhanced Memory Controller",
- Application No. 09/722,390, filed November 28, 2000 (atty. dkt. no. 723-966), entitled "Low Cost Graphics System With Stitching Hardware Support For Skeletal Animation", and
- Application No. 09/722,421, filed November 28, 2000 (atty. dkt. no. 723-953), entitled "Shadow Mapping In A Low Cost Graphics System".

The identification of the above listed co-pending U.S. Patent Applications is not to be construed as a waiver of secrecy as to those applications now or upon issuance of the present application as a patent.

This Information Disclosure Statement is being filed within three months of the U.S. filing date OR before the mailing date of a first Office Action on the merits. No statement under 37 C.F.R. § 1.97(e) or fee is required. In the event, a first Office Action has been mailed prior to filing of the present Information Disclosure Statement, the Office is requested to treat the present paper as a submission under 37 C.F.R. § 1.97(c) and charge the undersigned's Deposit Account No. 14-1140 for the fee required by 37 C.F.R. § 1.17(p).

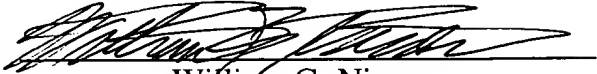
The U.S. Patent and Trademark Office is hereby authorized to charge any fee deficiency, or credit any overpayment, to our Deposit Account No. 14-1140 referencing docket number: 723-670.

FOULADI et al.
Serial No. 09/722,663

Respectfully submitted,

NIXON & VANDERHYE P.C.

By:

A handwritten signature in black ink, appearing to read 'William G. Niessen', written over a horizontal line.

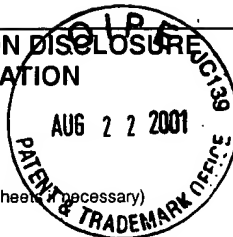
William G. Niessen

Reg. No. 29,683

WGN:rdw
1100 North Glebe Road, 8th Floor
Arlington, VA 22201-4714
Telephone: (703) 816-4000
Facsimile: (703) 816-4100

**INFORMATION DISCLOSURE
CITATION**

(Use several sheets if necessary)



ATTY. DOCKET NO.

723-963

APPLICANT

FOULADI et al.

FILING DATE

November 28, 2000

SERIAL NO.

09/722,663

GROUP

2673

RECEIVED**AUG 24 2001****Technology Center 2600****U.S. PATENT DOCUMENTS**

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
	001	6,226,012	5/2001	PRIEM et al.		
	002	6,198,488	3/2001	LINDHOLM et al.		
	003	6,181,352	1/2001	KIRK et al.		
	004	6,173,367	1/2001	ALEKSIC et al.		
	005	6,092,124	7/2000	PRIEM et al.		
	006	6,057,852	5/2000	KRECH, Jr.		
	007	6,037,949	3/2000	DeROSE et al.		
	008	6,028,611	2/2000	ANDERSON et al.		
	009	6,025,853	2/2000	BALDWIN		
	010	6,023,738	2/2000	PRIEM et al.		
	011	6,002,409	12/1999	HARKIN		
	012	5,999,196	12/1999	STORM et al.		
	013	5,969,726	10/1999	RENTSCHLER et al.		
	014	5,949,440	9/1999	KRECH, Jr. et al.		
	015	5,949,424	9/1999	CABRAL et al.		
	016	5,940,086	8/1999	RENTSCHLER et al.		
	017	5,920,326	7/1999	RENTSCHLER et al.		
	018	5,917,496	6/1999	FUJITA et al.		
	019	5,874,969	2/1999	STORM et al.		
	020	5,821,949	10/1998	DEERING		
	021	5,815,166	9/1998	BALDWIN		
	022	5,805,868	9/1998	MURPHY		
	023	5,801,716	9/1998	SILVERBROOK		
	024	5,801,706	9/1998	FUJITA et al.		
	025	5,798,770	8/1998	BALDWIN		
	026	5,777,629	7/1998	BALDWIN		
	027	5,774,133	6/1998	NEAVE et al.		
	028	5,768,629	6/1998	WISE et al.		
	029	5,768,626	6/1998	MUNSON et al.		
	030	5,764,243	6/1998	BALDWIN		
	031	5,758,182	5/1998	ROSENTHAL et al.		
	032	5,727,192	3/1998	BALDWIN		
	033	5,721,947	2/1998	PRIEM et al.		
	034	5,701,444	12/1997	BALDWIN		
	035	5,687,357	11/1997	PRIEM		
	036	5,608,424	3/1997	TAKAHASHI et al.		
	037	5,594,854	1/1997	BALDWIN et al.		
	038	5,504,917	4/1996	AUSTIN		
*Examiner				Date Considered		

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

INFORMATION DISCLOSURE
CITATION

ATTY. DOCKET NO.

SERIAL NO.

723-963

09/722,663

APPLICANT

FOULADI et al.

FILING DATE

November 28, 2000

GROUP

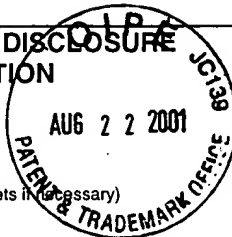
2673

RECEIVED

AUG 24 2001

Technology Center 2600

(Use several sheets if necessary)



U.S. PATENT DOCUMENTS

*EXAMINER INITIAL	DOCUMENT NUMBER	DATE	NAME	CLASS	SUBCLASS	FILING DATE IF APPROPRIATE
	039 5,457,775	10/1995	JOHNSON Jr. et al.			
	040 5,421,028	5/1995	SWANSON			
	041 5,392,393	2/1995	DEERING			
	042 5,392,385	2/1995	EVANGELISTI et al.			
	043 5,170,468	12/1992	SHAH et al.			
	044 5,136,664	8/1992	BERSACK et al.			
	045 4,945,500	7/1990	DEERING			
	046 4,914,729	4/1990	OMORI et al.			
	047 4,901,064	2/1990	DEERING			
	048 4,866,637	9/1989	GONZALEZ-LOPEZ et al.			
	049 4,862,392	8/1989	STEINER			
	050 4,829,295	5/1989	HIROYUKI			
	051 4,725,831	2/1988	COLEMAN			
	052 4,658,247	4/1987	GHARACHORLOO			
	053 4,570,233	2/1986	YAN et al.			
	054 4,425,559	1/1984	SHERMAN			
	055 4,388,620	6/1983	SHERMAN			

FOREIGN PATENT DOCUMENTS

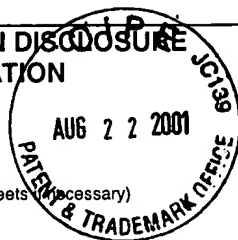
	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	TRANSLATION YES	NO
056	EP 1 081 649	3/2001	EUROPEAN				
057	EP 1 075 146	2/2001	EUROPEAN				
058	EP 1 074 945	2/2001	EUROPEAN				
059	JP 2000-215325	8/2000	JAPAN (w/English Abstract)				
060	JP 2000-207582	7/2000	JAPAN (w/English Abstract)				
061	JP 2000-182077	6/2000	JAPAN (w/English Abstract)				
062	JP 2000-156875	6/2000	JAPAN (w/English Abstract)				
063	JP 2000-149053	5/2000	JAPAN (w/English Abstract)				
064	JP 2000-132706	5/2000	JAPAN (w/English Abstract)				
065	JP 2000-132704	5/2000	JAPAN (w/English Abstract)				
066	JP 2000-92390	3/2000	JAPAN (w/English Abstract)				
067	JP 2000-66985	3/2000	JAPAN (w/English Abstract)				
068	JP 11259678	9/1999	JAPAN (w/English Abstract)				
069	JP 11259671	9/1999	JAPAN (w/English Abstract)				
*Examiner				Date Considered			

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

**INFORMATION DISCLOSURE
CITATION**

(Use several sheets if necessary)



ATTY. DOCKET NO.

723-963

APPLICANT

FOULADI et al.

FILING DATE

November 28, 2000

SERIAL NO.

09/722,663

RECEIVED**AUG 24 2001**

GROUP

2673

Technology Center 2600**FOREIGN PATENT DOCUMENTS**

TRANSLATION

	DOCUMENT	DATE	COUNTRY	CLASS	SUBCLASS	YES	NO
070	JP 11226257	8/1999	JAPAN (w/English Abstract)				
071	JP 11203500	7/1999	JAPAN (w/English Abstract)				
072	JP 11161819	6/1999	JAPAN (w/English Abstract)				
073	JP 11076614	3/1999	JAPAN (w/English Abstract)				
074	JP 11053580	2/1999	JAPAN (w/English Abstract)				
075	WO 94/10641	5/1994	WIPO				
076	CA 2,070,934	12/1993	CANADIAN				

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

077	Photograph of Sony PlayStation II System
078	Photograph of Sega Dreamcast System
079	Photograph of Nintendo 64 System
080	Whitepaper: 3D Graphics Demystified, November 11, 1999, www.nvidia.com
081	Whitepaper: "Z Buffering, Interpolation and More W-Buffering", Doug Rogers, January 31, 2000, www.nvidia.com
082	Whitepaper: Using GL_NV_vertex_array and GL_NV_fence, posted 8/1/2000, www.nvidia.com
083	Whitepaper: Anisotropic Texture Filtering in OpenGL, posted 7/17/2000, www.nvidia.com
084	Whitepaper: Mapping Texels to Pixels in D3D, posted 4/5/2000, www.nvidia.com
085	Whitepaper: Guard Band Clipping, posted 1/31/2000, www.nvidia.com
086	Whitepaper: Cube Environment Mapping, posted 1/14/2000, www.nvidia.com
087	Whitepaper: Color Key in D3D, posted 1/11/2000, www.nvidia.com
088	Whitepaper: Vertex Blending Under DX7 for the GeForce 256, 1/5/2000, www.nvidia.com
089	Whitepaper: Optimizing Direct3D for the GeForce 256, 1/3/2000, www.nvidia.com
090	Whitepaper: Dot Product Texture Blending, 12/3/1999, www.nvidia.com
091	Whitepaper: Technical Brief: AGP 4X with Fast Writes, 11/10/1999, www.nvidia.com
092	Technical Brief: Transform and Lighting, 11/10/1999, www.nvidia.com
093	Technical Brief: What's New With Microsoft DirectX7, posted 11/10/1999, www.nvidia.com
094	Mitchell et al., "Multitexturing in DirectX6", Game Developer, September 1998, www.gdmag.com
095	VisionTek, "GeForce2 GS Graphics Processing Unit", ©2000 www.visiontek.com
096	Jim Bushnell et al. "Advanced Multitexture Effects With Direct3D and OpenGL", Pyramid Peak Design & ATI Research, Inc., GameDevelopers Conference, ©1999
097	Sony PlayStation II Instruction Manual, Sony Computer Entertainment Inc., ©2000
098	Stand and Be Judged, Next Generation, May 2000
099	PlayStation II: Hardware Heaven or Hell?, Next Generation, January 2000
100	Chris Charla, "Play Station II: The Latest News", Next Generation, September 1999
101	"First PlayStation II Gameplay Screens Revealed!", Next Generation, September 1999
102	Game Enthusiast Online Highlights, March 18, 1999
103	Game Enthusiast Online Highlights, March 19, 1999
104	Game Enthusiast Online Highlights, March 17, 1999
105	Game Enthusiast Online Highlights, October 20, 1999
106	Joel Easley, "PlayStation II Revealed", Game Week, September 29, 1999

*Examiner

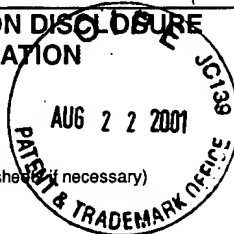
Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

INFORMATION DISCLOSURE
CITATION

(Use several sheets if necessary)



ATTY. DOCKET NO.

723-963

APPLICANT

FOULADI et al.

FILING DATE

November 28, 2000

SERIAL NO.

09/722,663

GROUP

2673

RECEIVED

AUG 24 2001

Technology Center 2600

OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

- | | |
|-----|--|
| 107 | Inside Sony's Next Generation Playstation, ©1999 |
| 108 | Press Releases, March 18, 1999 |
| 109 | Chris Johnston, "PlayStation Part Deux", Press Start, ©1999 |
| 110 | Nikkei Shimbun, "Sony Making SME, Chemical and SPT into Wholly-Owned Subsidiaries", March 9, 1999 |
| 111 | AM News: Japanese Developers Not All Sold on PS2, Next Generation, March 16, 1999 |
| 112 | Sony To Turn PlayStation Maker Into Wholly Owned Unit-Nikkei, Dow Jones News Service, March 8, 1999 |
| 113 | Yumiko Ono, Sony Antes Up Its Chips In Bet On New Game System, Dow Jones News Service, March 4, 1999 |
| 114 | MacWeek.Com Gets Inside Story on Connectix VGS for Windows; Controversial Emulator of Sony PlayStation Games Cureently Available for Macs Only, Business Wire, March 12, 1999 |
| 115 | "DexDrive Bridges Gap", The Tampa Tribune, March 12, 1999 |
| 116 | A Microprocessor With a 128b CPU, 10 Floating-Point MAC's, 4 Floating-Point Dividers, and an MPEG2 Decoder, 1999 IEEE International Solid-State Circuits Conference, February 16, 1999 |
| 117 | Dreamcast Instruction Manual, Sega Enterprises, Ltd., ©1998 |
| 118 | "Sega To Launch Video Camera for Dreamcast", Reuters Business News, February 16, 2000 |
| 119 | David Pescovitz, "Dream On", Wired, August 1999 |
| 120 | Randy Nelson, "Dreamcast 101: Everything You Ever Wanted To Know About Sega's Powerful New Console", Official Sega Dreamcast Magazine, June 1999 |
| 121 | 2D/3D Graphics Card User Manual, Guillemot ©1999 |
| 122 | Nintendo 64 Instruction Booklet, Nintendo of America, 1998 |
| 123 | Steven Levy, "Here Comes PlayStation II", Newsweek, March 6, 2000 |
| 124 | David Sheff, "Sony Smackage: Test Driving The PlayStation II", Wired, November 1999 |
| 125 | Introducing The Next Generation PlayStation, Sony Computer Entertainment Inc., ©1999 |
| 126 | Leadtek GTS, August 3, 2000, www.hexus.net |
| 127 | Voodoo 5 5500 Review, July 26, 2000, www.hexus.net |
| 128 | ATI Radeon 64 Meg DDR OEM, August, 19, 2000, www.hexus.net |
| 129 | Microsoft Xbox - The Future of Gaming, Microsoft Xbox Performance Sheet, www.xbox.com |
| 130 | Robert L. COOK, "Shade Trees", Computer Graphics, Vol. 18, No. 3, July 1984 |
| 131 | WANG et al., "Second-Depth Shadow Mapping", Department of Computer Science, Univ. N.C, Chapel Hill, N.C. pp. 1-7 |
| 132 | PEERCY et al., "Efficient Bump Mapping Hardware", Computer Graphics Proceedings, Annual Conference Series, 1997 |
| 133 | Gustavo OLIVEIRA, "Refractive Texture Mappig, Part One", www.gamasutra.com, November, 10, 2000 |
| 134 | John SCHLAG, "Fast Embossing Effects on Raster Image Data, Graphics Gems IV, Edited by Paul S. Heckbert, Computer Science Department, Carnegie Mellon University, Academic Press, Inc., 1994, pp.433-437 |
| 135 | James F. BLINN, "Simulation of Wrinkled Surfaces," Caltech/JPL, pp. 286-292, SIGGRAPH 78 (1978) |
| 136 | Tomas MÖLLER and Eric HAINES "Real-Time Rendering", AK Peters, Ltd., ©1999, pp. 127-142 |
| 137 | Technical Presentation: Vertex Buffers, posted 6/12/2000, www.nvidia.com |
| 138 | Technical Presentation: Hardware Transform and Lighting, www.nvidia.com, posted 6/12/2000 |
| 139 | Technical Presentation: Hardware Bump-mapping Choices and Concepts, 6/07/2000, www.nvidia.com |
| 140 | Technical Presentation: How to Bump Map a Skinned Polygonal Model, 6/7/2000, www.nvidia.com |
| 141 | Technical Presentation: Computations for Hardware Lighting and Shading, 3/17/2000, www.nvidia.com |

*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)

INFORMATION DISCLOSURE
CITATION

ATTY. DOCKET NO.

SERIAL NO.

723-963

09/722,663

APPLICANT

FOULADI et al.

FILING DATE

November 28, 2000

GROUP

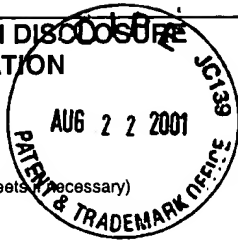
2673

RECEIVED

AUG 24 2001

Technology Center 2600

(Use several sheets if necessary)



OTHER DOCUMENTS (including Author, Title, Date, Pertinent pages, etc.)

- | | |
|-----|---|
| 142 | Technical Presentation: Practical Bump-mapping for Today's GPUs, 3/17/2000 www.nvidia.com |
| 143 | Technical Presentation: Shadows, Transparency, & Fog, 3/17/2000 www.nvidia.com |
| 144 | Technical Presentation: GeForce 256 Register Combiners, 3/17/2000, www.nvidia.com |
| 145 | Technical Presentation: TexGen & The Texture Matrix, 3/15/2000 www.nvidia.com |
| 146 | Technical Presentation: Toon Shading, 3/15/2000, www.nvidia.com |
| 147 | Technical Presentation: D3D 7 Vertex Lighting, 3/15/2000, www.nvidia.com |
| 148 | Technical Presentation: Per-Pixel Lighting (by S. Dietrich) 3/14/2000 www.nvidia.com |
| 149 | Technical Presentation: GeForce 256 and RIVA TNT Combiners, 12/8/1999, www.nvidia.com |
| 150 | Technical Presentation: Vertex Cache Optimization, 11/12/1999, www.nvidia.com |
| 151 | Technical Presentation: Vertex Blending, 11/12/1999, www.nvidia.com |
| 152 | Technical Presentation: Hardware Transform and Lighting, 11/12/1999, www.nvidia.com |
| 153 | Technical Presentation: GeForce 256 Overview, 11/12/1999, www.nvidia.com |
| 154 | Technical Presentation: DirectX 7 and Texture Management, 11/12/1999 www.nvidia.com |
| 155 | Technical Presentation: Dot Product Lighting, 11/12/1999, www.nvidia.com |
| 156 | Technical Presentation: Texture Coordinate Generation, 11/3/1999, www.nvidia.com |
| 157 | Technical Presentation: Phong Shading and Lightmaps, 11/3/1999, www.nvidia.com |
| 158 | Technical Presentation: The ARB_multitexture Extension, 11/3/1999 www.nvidia.com |
| 159 | Technical Presentation: Multitexture Combiners, 11/3/1999, www.nvidia.com |
| 160 | Technical Presentation: Emboss Bump Mapping, 11/3/1999, www.nvidia.com |
| 161 | Technical Presentation: Hardware Accelerated Anisotropic Lighting, 11/3/1999 www.nvidia.com |
| 162 | Technical Presentation: Guard Band Clipping, 11/3/1999, www.nvidia.com |
| 163 | The RenderMan Interface, Stephan R. Keith, Version 3.1, Pixar Animation Studios, September 1989 |
| 164 | The RenderMan Interface, Version 3.2, Pixar Animation Studios, July 2000, www.pixar.com |
| 165 | NVIDIA Product Overview, "GeForce2Ultra", NVIDIA Corporation, 8/21/00, www.nvidia.com |
| 166 | Duke, "Dreamcast Technical Specs", Sega Dreamcast Review, Sega, 2/99, www.game-revolution.com |
| 167 | Marlin Rowley, "GeForce 1 & 2 GPU Speed Tests", 5/11/2000, www.g256.com |
| 168 | "Dreamcast: The Full Story", Next Generation, September 1998 |

OTHER REFERENCE ON SEPARATE CD:

DirectX 7.0 Programmer's Reference, Microsoft Corporation, 1995-1999 (as part of the DirectX 7.0 SDK on the Companion CD included with "Inside DirectX3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999)

TEXTBOOK REFERENCES:

- | | |
|--|--|
| | "Inside DirectX3D", Microsoft Programming Series, Peter J. Kovach, Microsoft Press, 1999 |
| | "OpenGL Programming Guide, The Official Guide to Learning OpenGL, Release 1", Jackie Nieder, Tom David, Mason Woo, Addison-Wesley Publishing Co., 1993 |
| | "Procedural Elements for Computer Graphics," Second Edition, David F. Rogers, McGraw Hill, 1998 |
| | "Real-Time Rendering," Tomas Moller, Eric Haines, AK Peters, 1999 |
| | "Computer Graphics, Principles and Practice," Second Edition, The Systems Programming Series, Foley, van Dam, Fiener, Hughes, Addison Wesley, 1990 |
| | "Principles of Three-Dimensional Computer Animation", "Revised Edition, Michael O'Rourke, W.W. Norton & Company, 1998 |

*Examiner

Date Considered

Examiner: Initial if reference considered, whether or not citation is in conformance with MPEP 609; Draw line through citation if not in conformance and not considered. Include copy of this form with next communication to application.

Form PTO-FB-A820 (Also PTO-1449)